CLAIM AMMENDMENTS

EXAMINER PLEASE NOTE The claims have been amended as per request to meet 37CFR 1.75 and 1.121

The 8 rules of original claim 2 have been numbered 1 to 8 and referenced on the correction sheet. The original claims 1 & 2 rearranged into claim 1, 2 & 3, claim 1 General. Claim 2 Scoring Claim 3 Method of play.

Corrections indicated by "Additional words underlined" and "Removed words bracketed bold". There has been no change or addition from the original submission, there has been a change in order of claim presentations and an introduction of some alternate descriptive words for more comprehensible descriptions. Example: The word **Sum** amended to **question** and the word **equation** has been amended to **problem** to match the invention summary and provide a more appropriate description

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1.   Claim 1. A deck of cards, each <u>card</u> having an upper face provided with a unique display of four <u>fixed format</u> mathematical <u>problems</u> (equations) set one above the other, color coded to indicate the skill level required to solve **(that)** <u>each</u> specific mathematical <u>problem,</u> **(equation and a lower face has color coding to indicate the manner the card is to be displayed for competitors to view,)** purpose of the deck of cards <u>is to create</u> **(being a basis for)** a competitive game of mathematical <u>problem solving</u> skills, that requires a single card to be simultaneously displayed to an unlimited number of players, <u>the objective being to be</u> the first player to solve <u>declare a correct solution to</u> a pre-selected mathematical <u>problem</u> **(each of whom can earn points by being the first player to solve a pre-selected mathematical equation on the upper face of the displayed card)**

Claim 2. The Mathematical Problem Solving Game of claim 1 wherein the awarding of a <u>scoring</u> **(winning)** point is subject to the following rules: RULE 1 **(a) (a rule that permits)** players **to** pre-select the <u>skill</u> level **(of difficulty)** at which the game will be played: RULE 3   **(b) (a rule that requires that)** a single card be placed face up in view of all players: RULE 4 **(c) a rule that establishes a fixed format for every displayed mathematical equation whereby for each equation four calculation numbers are displayed together with one solution number)** a fixed format be displayed that must be solved in a fixed format manner RULE 8 **(d) a rule that appropriately rewards with points the first player to identify a solution and correctly identify that no solution can be found** **(d)** <u>some problems in the high skill level have no correct solution</u> RULE 8 **(e)** the first players to declare <u>a correct solution to the mathematical problem within time limit or identify, no solution, scores a point.</u> **(either identify a solution or to correctly identify that no solution can be found)** <u>players declaring correct solution after no solution has been declared score double points.</u>

Claim 3. The Mathematical Problem Solving Game of claim 1 wherein the fixed format of the problem and the manner of solving, is subject to the following rules: **(a rule that establishes that)** RULE 5 <u>(a) each mathematical problem displayed has a solution number plus four</u> calculation numbers <u>that must be used in a fixed format that requires players to use each of the four</u> calculation numbers <u>just once to create two</u> **(two sums, each of the said two sums to consist of two numbers in a manner that utilizes each of the four calculation numbers a single time with the object that the resultant answer to the said two sums being such that they can be formed into a third sum with an answer that will equal the solution number)** <u>mathematical questions, each having answers that combine to form a third mathematical question having an answer that equals the solution number provided</u> **RULE 6 (b) (a rule that establishes** upper two <u>mathematical problems</u> **(equations)** displayed on card face from the deck of cards of claim 1 are low skill, only requiring the use of plus or minus signs to form mathematical questions having answers per following example: calculation numbers 2,1,4,3=solution number 2 solving method (2-1 =1 4-3=1) the two answers are combined to form the third mathematical question; 1+1=2 (solution number) **RULE 2/7 (c)(a rule that establishes that the lower of the four equations displayed on the card from the deck of cards from claim 1)** <u>(c) the lower two mathematical problems displayed on card face are of the higher skill level and may require</u> addition, subtraction multiplication or division, example: calculation numbers 6,5,11,8 solution number 26 solved by forming two mathematical question (6x11=66) 5x8=40 having answers combined to form third question 66-40= solution number 26 **Note: The numbers of the last example have been amended for clarity** <u>(d) example of calling a correct no solution: calculation numbers, 5,9,8,3 solution number 25 solution not possible.</u>

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